

## ABSTRACT

A song in a music player is replaced by another song in a server in accordance with the user's estimated preferences and wishes and without requiring the user to become conscious of individual songs. A CPU (3) in the music player (30) or a CPU (11) in a server (10) detects or receives the size of a free space in a flash memory (34) and a playback history (a substantial playback count  $K_p$ , which denotes the number of times a song was continuously played for a duration not shorter than a predetermined one, or a skip count  $K_s$ , which denotes the number of times a song was played for a duration shorter than a predetermined one) of every song recording in the flash memory (34), and judges whether any song should be deleted from the flash memory (34) to permit a song to be downloaded into the music player (30) from the server (10). If any song should be deleted, the CPU selects a song having a small (minus) evaluation function  $K$  (e.g.,  $K = 2K_p - K_s$ ) as the song to be deleted.